KONAMI®

X-MEN™

6 Player

Service & Parts

708-215-5100

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INSTRUCTION MANUAL

Part No. 065400

X-MEN 6 PLAYER PARTS LIST

Part #	Description
065003	X-MEN P.C.B. 6 Player
065100	X-MEN Control Panel 6 Player
065101	X-MEN Coin Door Decal
065200	X-MEN Marquee 6 Player
065300	Top Right Side Decal
065301	Top Left Side Decal
065302	X-MEN Logo Side Decal
065303	Middle Left Side Decal
065304	Bottom Right Side Decal
065305	Bottom Left Side Decal
065306	Front Decal
065307	Middle Right Side Decal
065700	Lower Bezel Decal
065701	X-MEN Monitor Top Bracket
065702	X-MEN Marquee & Mirror Bracket
065703	X-MEN Shelf Bracket
065704	X-MEN Corner Bracket
065705	X-MEN Monitor Glass Z-Bracket
065706	X-MEN Monitor Mount Bracket
065707	X-MEN Top Mirror Bracket
065708	X-MEN Control Panel Hinge
065709	X-MEN Bottom Marquee Bracket
30254	White Micro Button
30255	Red Micro Button
30256	Yellow Micro Button
30258	Blue Micro Button
30261	Micro Switch
30262	Micro Palnuts
30323	Red Micro Joystick
30324	Blue Micro Joystick
30325	Yellow Micro Joystick
30326	Wine Red Micro Joystick
30327	Sky Blue Micro Joystick
30328	Violet Micro Joystick
35201	I.S.O. Trans
35404	Complete Power Supply
40123	Coin Door 3 Slot with Meter
40124	Coin Door 3 Slot without Meter
40358	2-Way Mirror 48-24
40359	Monitor Glass 48-24.5
40360	Marquee Glass 48-8.5
40524	25 Inch Monitor R.D.S.N.

X-MEN 6 PLAYER TECHNICAL INFORMATION

TECHNICAL INFORMATION

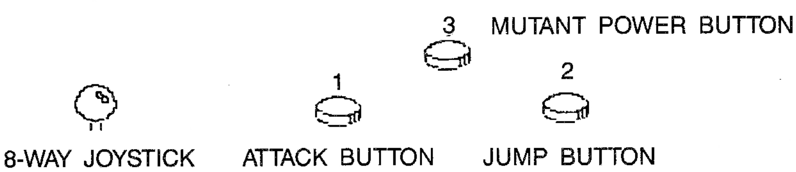
(1) Required power capacity
GND-Vcc 5V 6A or more
GND-(+12V)
*See the Wiring Diagram.
(2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
(3) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode. (See page 6.)
(4) Handle with care.

PLAY INSTRUCTION

- 1 to 6 players can play at the same time.
- Choose the character you want to control out of the six individual X-MEN: Cyclops, Colossus, Wolverine, Storm, Nightcrawler and Dazzler.
- Deposit coins into the coin slot of the character you want and press ATTACK, JUMP or MUTANT POWER button to start.
- Control your character's movement using the 8-way joystick and attack enemies with ATTACK button. Press ATTACK button repeatedly to punch, kick, throw, back-attack the enemies. Use JUMP button to avoid enemy attack or defeat enemies from the air. Pressing JUMP button longer makes higher jump.
- Press ATTACK button while in the air for a flying attack.
- Press MUTANT POWER button to use a powerful Mutant Power of each individualistic character.
- Use of Mutant Power will consume 3 units of energy. When the energy left is less than 3 units, a power ball will be consumed instead. A bonus power ball can be obtained for defeating the boss enemy of each stage.
- Your energy will also be consumed when attacked by enemies. When it is used up, you will lose one life. The game is over when you have lost all the lives.
- There are 8 stages in all. You can continue the game as many times as you want. Any player can join at any time.

CONTROL PANEL LAYOUT

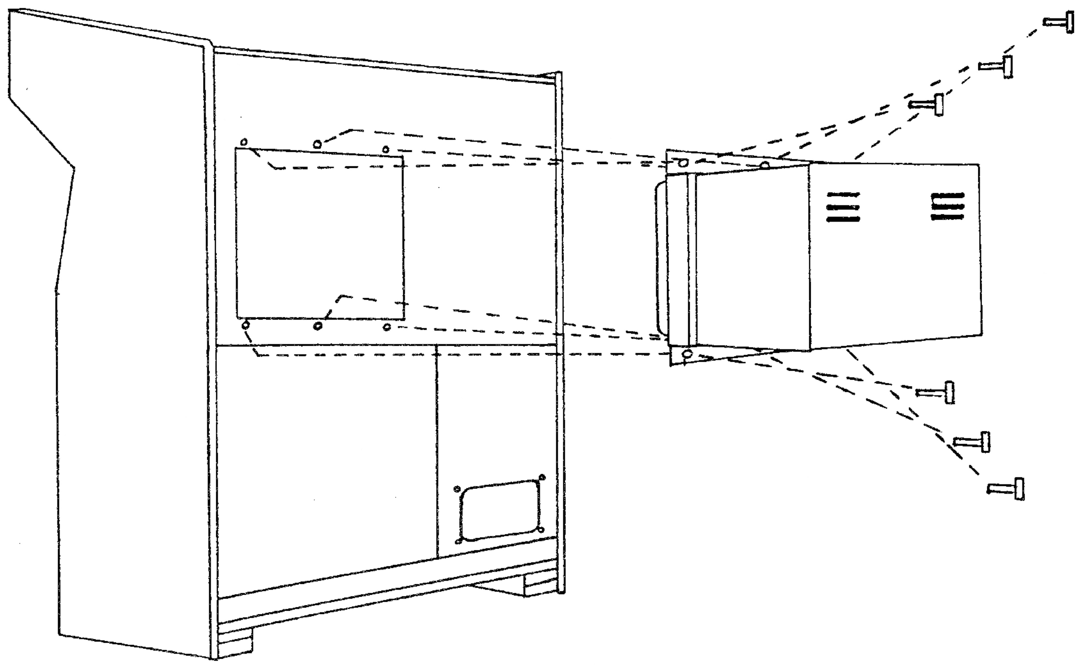
Control panel should be equipped with six sets of an 8-way joystick and three function buttons.



SELF TEST

Normal: "OK" will be displayed. Then the game will start.
Abnormal: "BAD" will be displayed and self test will repeat. If "16B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

X-MEN 6 PLAYER CABINET ASSEMBLY



1. Remove back service door with a phillips head screwdriver.

2. Remove shipping cover from the rear of the cabinet.

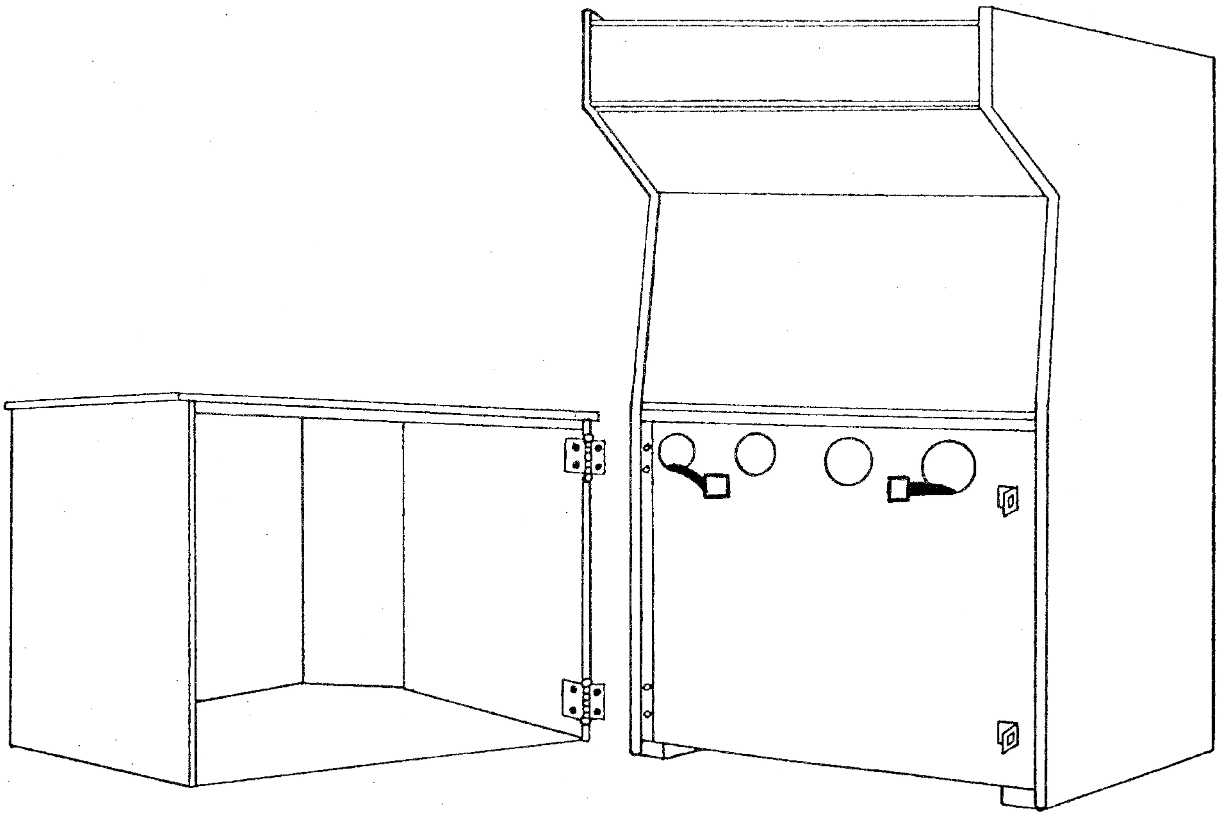
3. The rear monitor is shipped inside of the main cabinet and should be unfastened by using a 7/16 inch nut driver.

4. Remove the back service door from the monitor box. There are 3 sets of wires and one ground strap that must be fed through the front opening so electrical connections can be made after the rear monitor is fastened to the cabinet.

5. Using 6 bolts fasten rear monitor to main cabinet (as seen above). This is a TWO PERSON JOB. A 1/2 inch nut driver will be required.

6. Reach in and connect the wiring.
   1—2 wire connector (A.C.)
   1—5 wire connector (R.G.B.)
   1—13 wire connector (up front monitor adjustments)
   1—ground strap

X-MEN 6 PLAYER CABINET ASSEMBLY



1. Using the hinges bolted to the control panel box, attach them to the main cabinet with a 7/16 nut driver.

2. There are 4 electrical connections and one ground strap
   1—Attach ground strap to wing nut
   2—Attach the 6 position AMP connectors (R.G.B.)
   3—Attach the 9 position Molex connector (power)
   4—Attach the 4 position J.S.T. connector to the X-MEN PCB top right hand side (speakers)
   5—Attach the 6 position J.S.T. connector to the X-MEN PCB top left hand side (R.G.B.) (next to the 6th player control panel wires).

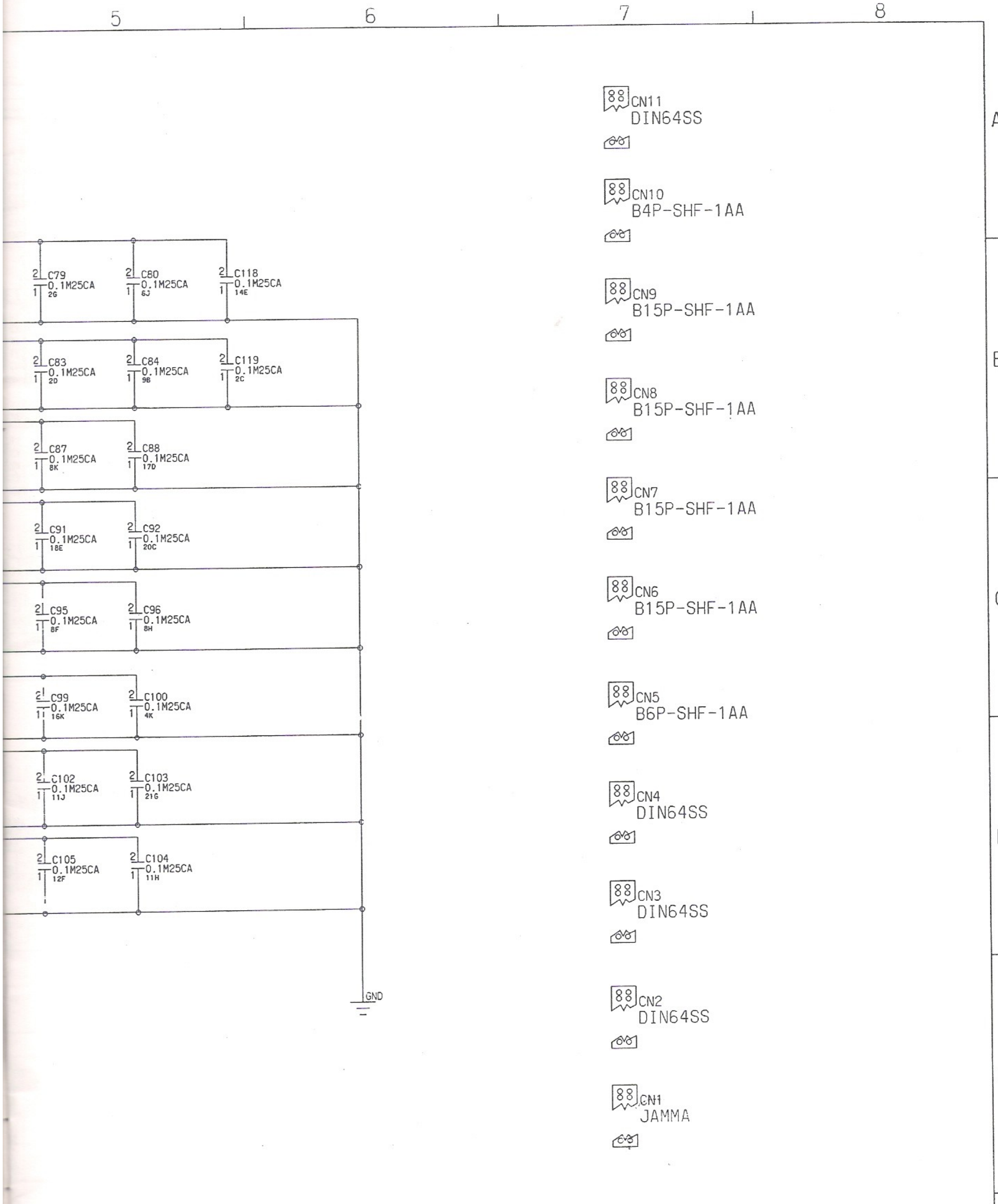
3. Latch the control panel box to the main cabinet via the coin door.

X-MEN 6 PLAYER WIRING HARNESS

Solder Side ← → Parts Side

BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+12V DC	F	6	+12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/VIOLET
	(EMPTY)	K	9	(EMPTY)	
	(EMPTY)	L	10	(EMPTY)	
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	TEST SWITCH	YELLOW
WHITE/VIOLET	COIN 2	T	16	COIN 1	BLUE/VIOLET
	NOT USED	U	17	NOT USED	
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	WHITE/GRAY
BLACK/YELLOW	2P ATTACK	Z	22	1P ATTACK	RED/WHITE
ORANGE/GRAY	2P JUMP	a	23	1P JUMP	GREEN/ORANGE
ORANGE	2P MUTANT POWER	b	24	1P MUTANT POWER	RED/BLUE
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)



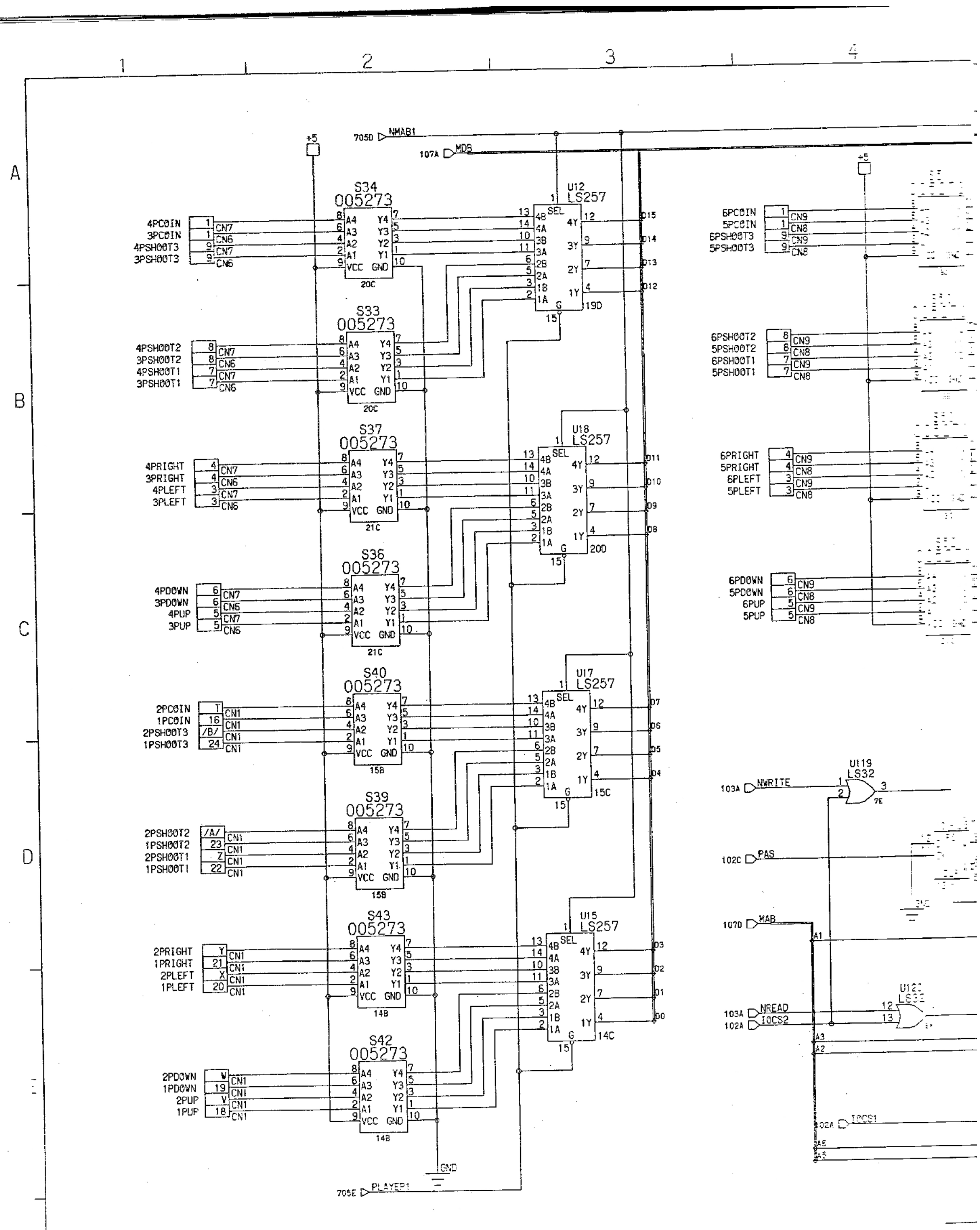
KONAMI

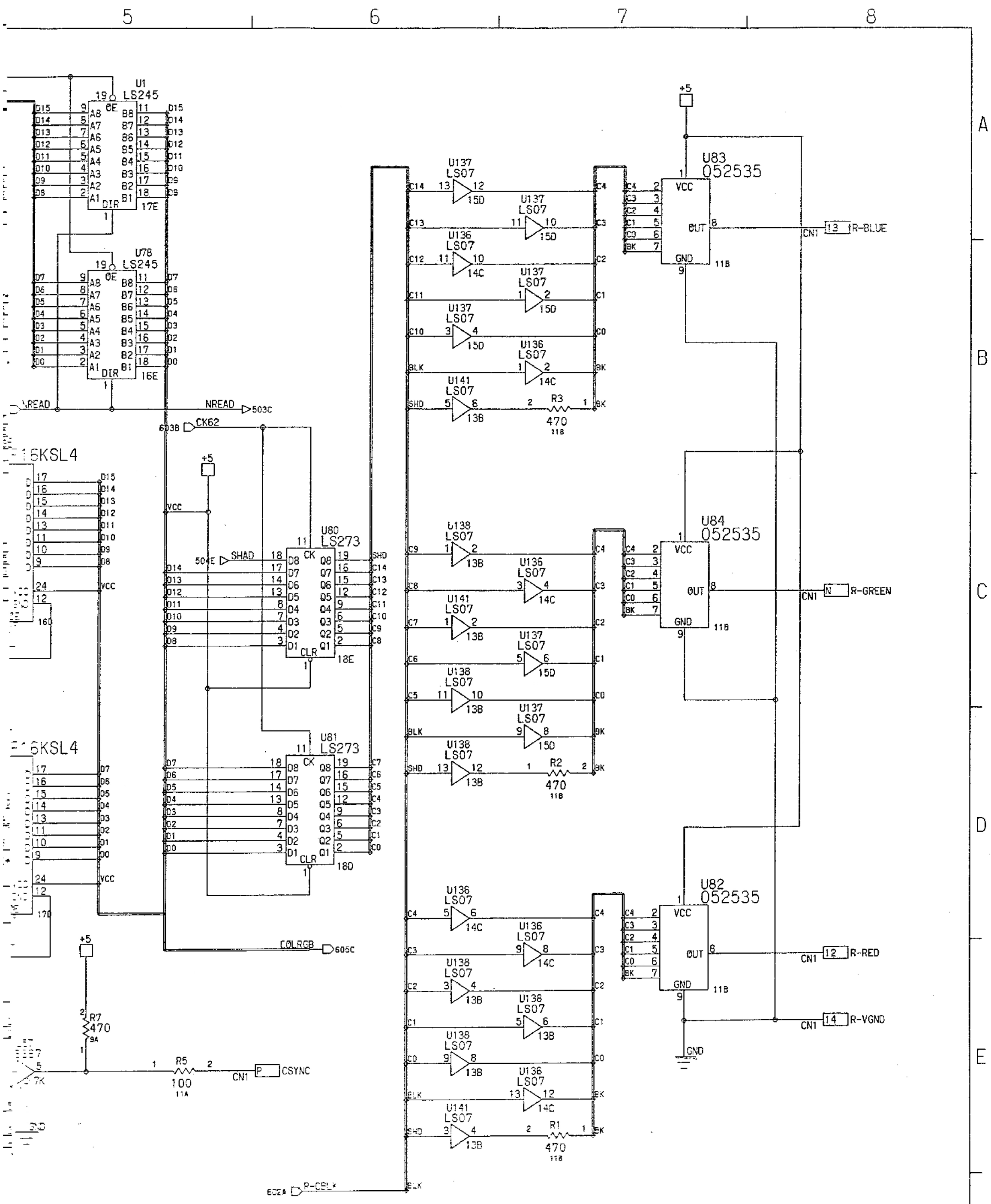
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	SCALE		REG.TYPE	GX065 PWB352532B
	TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
	DATE	1992. 1.14		

F

5 6 7 8


1
2
3
4
A
B
C
D
+5
705D NMAB1
107A MDB
S34
005273
U12
LS257
4PCOIN
3PCOIN
4PSHOOT3
3PSHOOT3
CN7
CN6
20C
19D
S33
005273
4PSHOOT2
3PSHOOT2
4PSHOOT1
3PSHOOT1
U18
LS257
S37
005273
4PRIGHT
3PRIGHT
4PLEFT
3PLEFT
21C
20D
S36
005273
4PDOWN
3PDOWN
4PUP
3PUP
U17
LS257
S40
005273
2PCOIN
1PCOIN
2PSHOOT3
1PSHOOT3
CN1
15B
15C
S39
005273
2PSHOOT2
1PSHOOT2
2PSHOOT1
1PSHOOT1
U15
LS257
S43
005273
2PRIGHT
1PRIGHT
2PLEFT
1PLEFT
14B
14C
S42
005273
2PDOWN
1PDOWN
2PUP
1PUP
GND
705E PLAYEP1
6PCOIN
5PCOIN
6PSHOOT3
5PSHOOT3
CN9
CN8
6PSHOOT2
5PSHOOT2
6PSHOOT1
5PSHOOT1
6PRIGHT
5PRIGHT
6PLEFT
5PLEFT
6PDOWN
5PDOWN
6PUP
5PUP
U119
LS32
103A NWRITE
102C PAS
107D MAB
103A NREAD
102A IOCS2
102A IOCS1

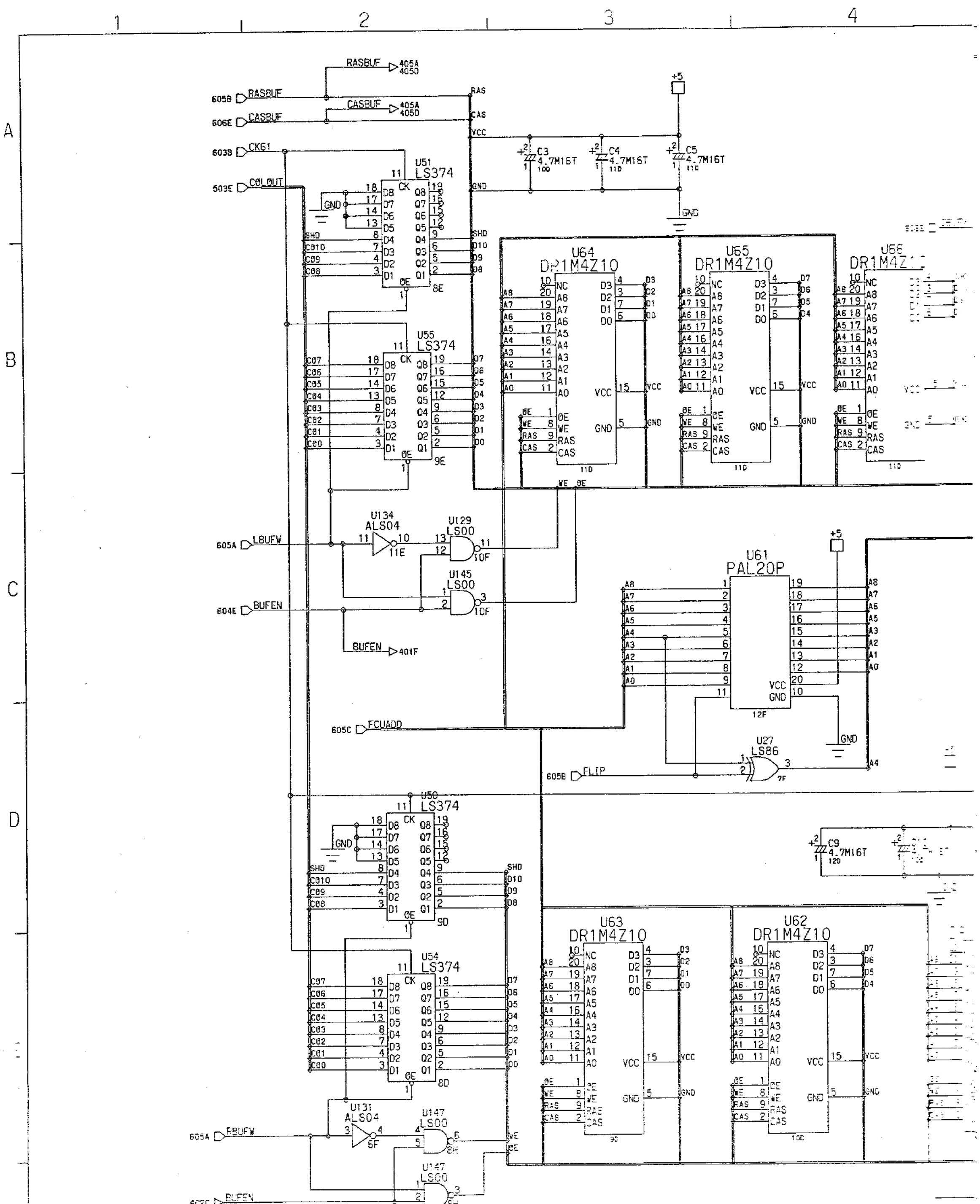


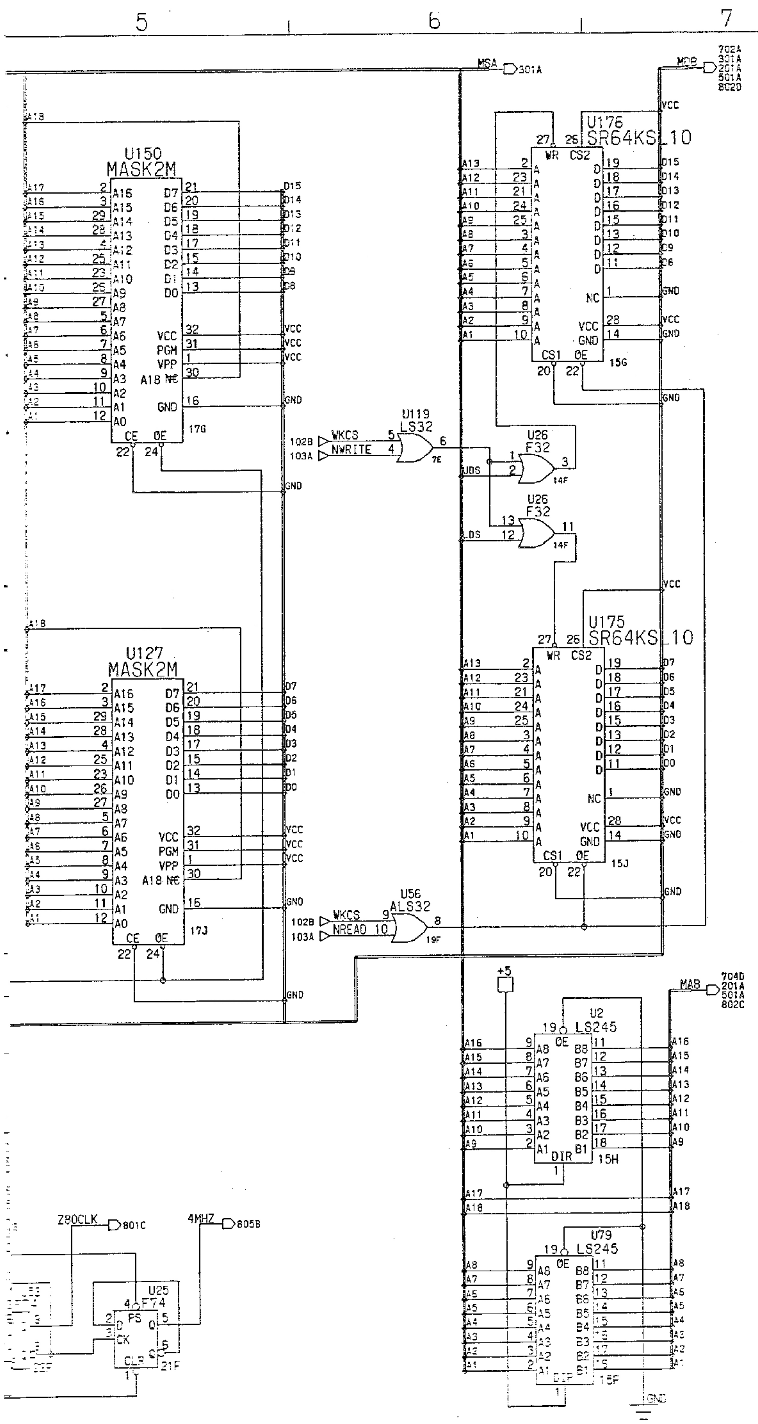
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TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
DATE	1992. 1.14		

DRAWING


1
2
3
4
A
B
C
D
RASBUF
CASBUF
CK61
COLOUT
U51
LS374
U55
LS374
C3
4.7M16T
C4
4.7M16T
C5
4.7M16T
U64
DR1M4Z10
U65
DR1M4Z10
U66
U134
ALS04
U129
LS00
U145
LS00
LBUFW
BUFEN
U61
PAL20P
FCUADD
U27
LS86
FLIP
U50
LS374
C9
4.7M16T
U63
DR1M4Z10
U62
DR1M4Z10
U54
LS374
U131
ALS04
U147
LS00
RBUFW



----NØTES----

+5 VCC(+5V)

+12 VCC(+12V)

GND GND

CN1 JAMMA EDGE 56P

CN2 64P DIN CØNNECTØR

CN3 64P DIN CØNNECTØR

CN4 64P DIN CØNNECTØR

CN5 6P NH CØNNECTØR

CN6 15P NH CØNNECTØR

CN7 15P NH CØNNECTØR

CN8 15P NH CØNNECTØR

CN9 15P NH CØNNECTØR

CN10 4P NH CØNNECTØR

CN11 64P DIN CØNNECTØR

KINDS ØF CAPACITØR

C :CERAMIC

E :ELECTRØLYTIC

M :MYLAR

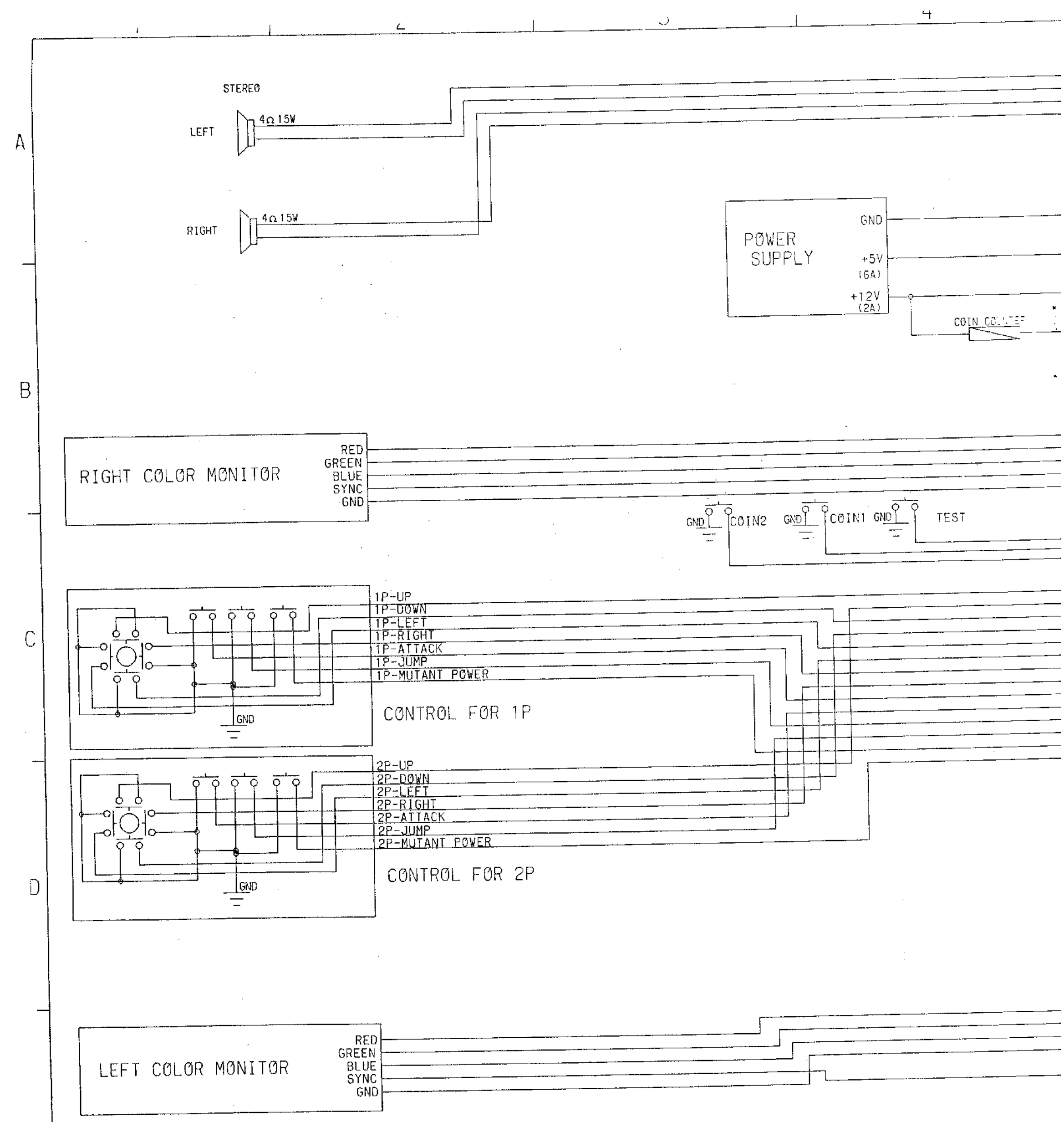
T :TANTALUM

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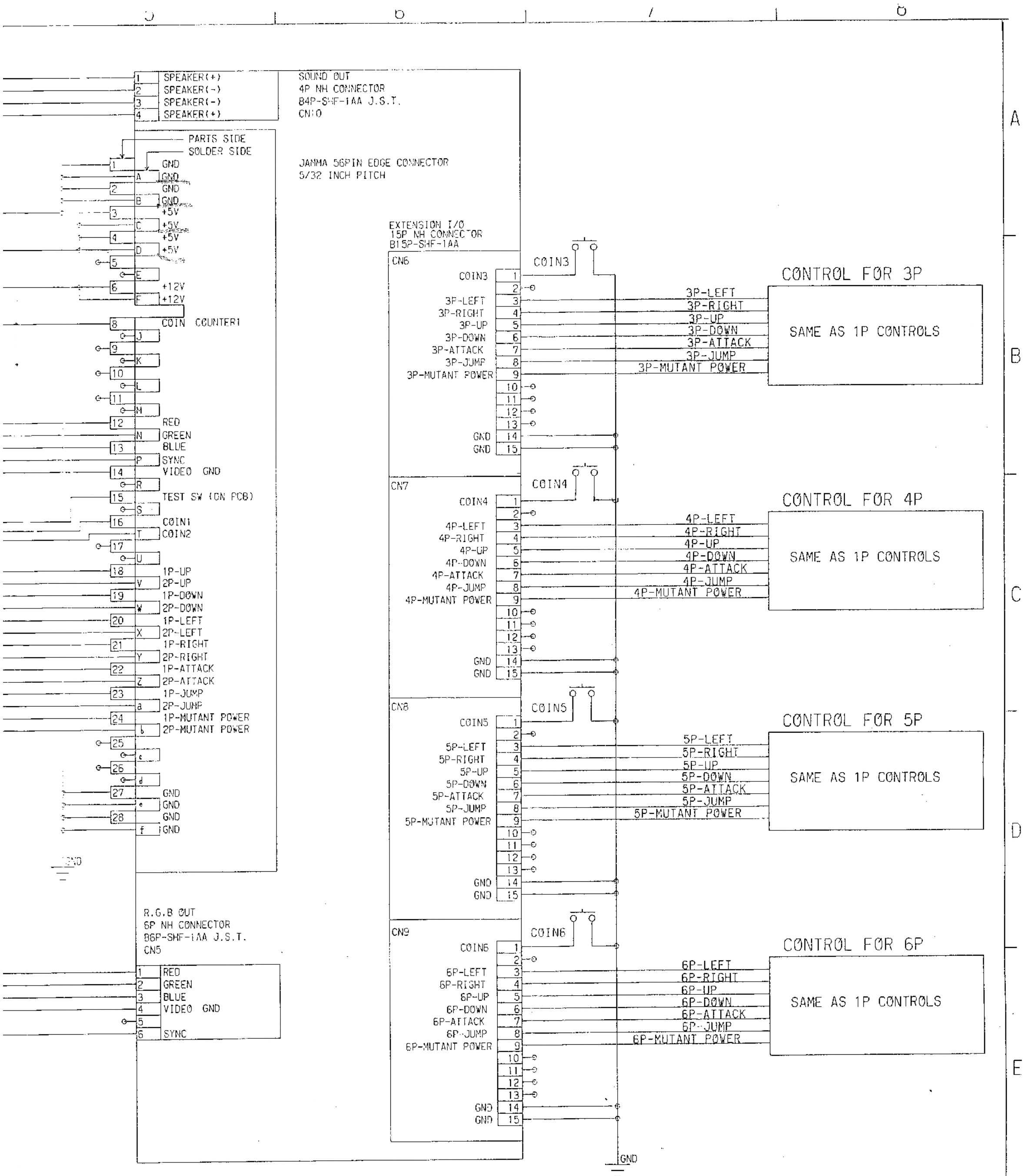
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SCALE		REG.TYPE	GX065 PWB352532B
TØLERANCE		SECURITY LEVEL	CONFIDENTIAL
DATE	1992. 1.14		



- NOTE -

1. 1P:NO.1 PLAYER 2P:NO.2 PLAYER
   3P:NO.3 PLAYER 4P:NO.4 PLAYER
   5P:NO.5 PLAYER 6P:NO.6 PLAYER

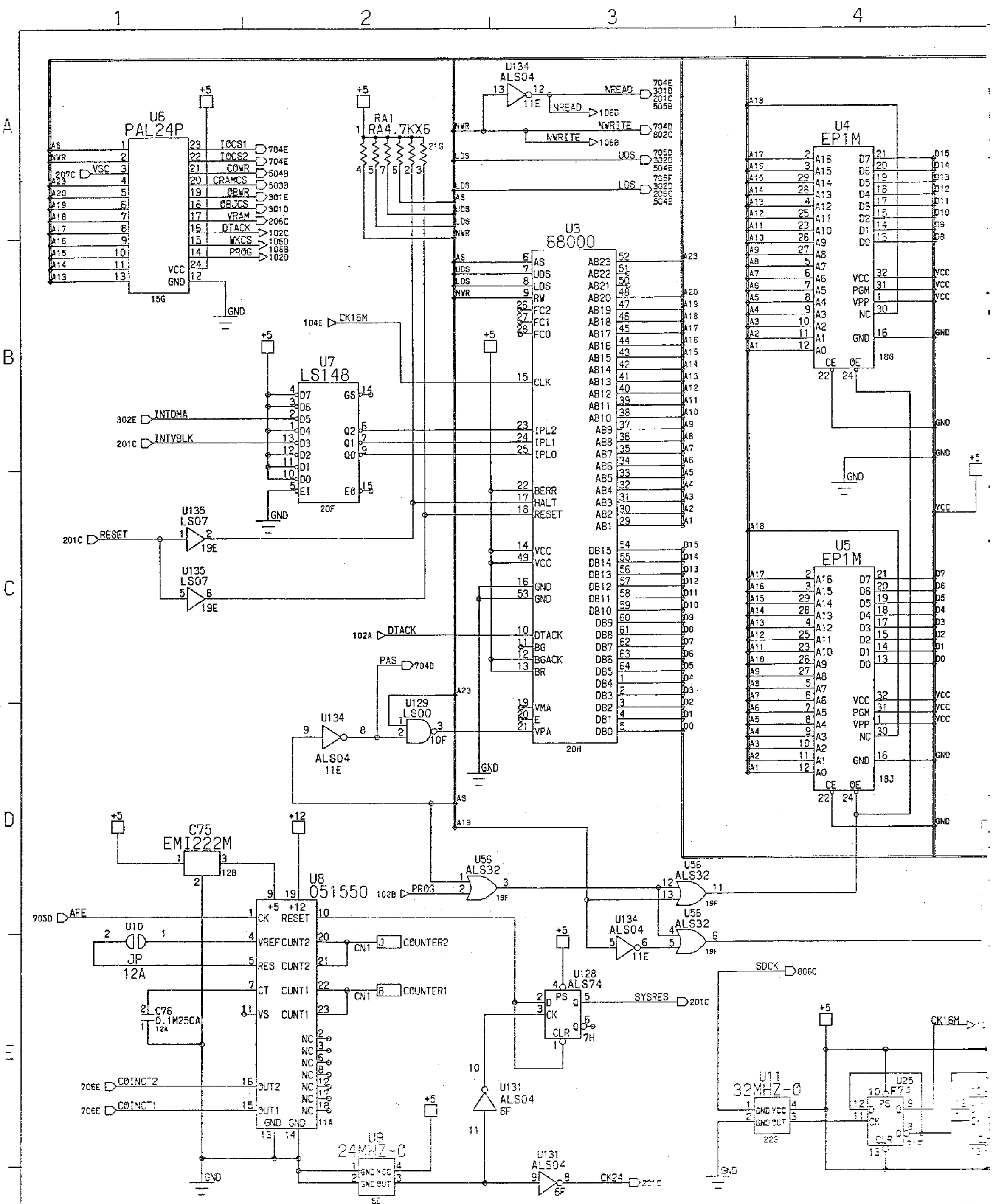
2. SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.



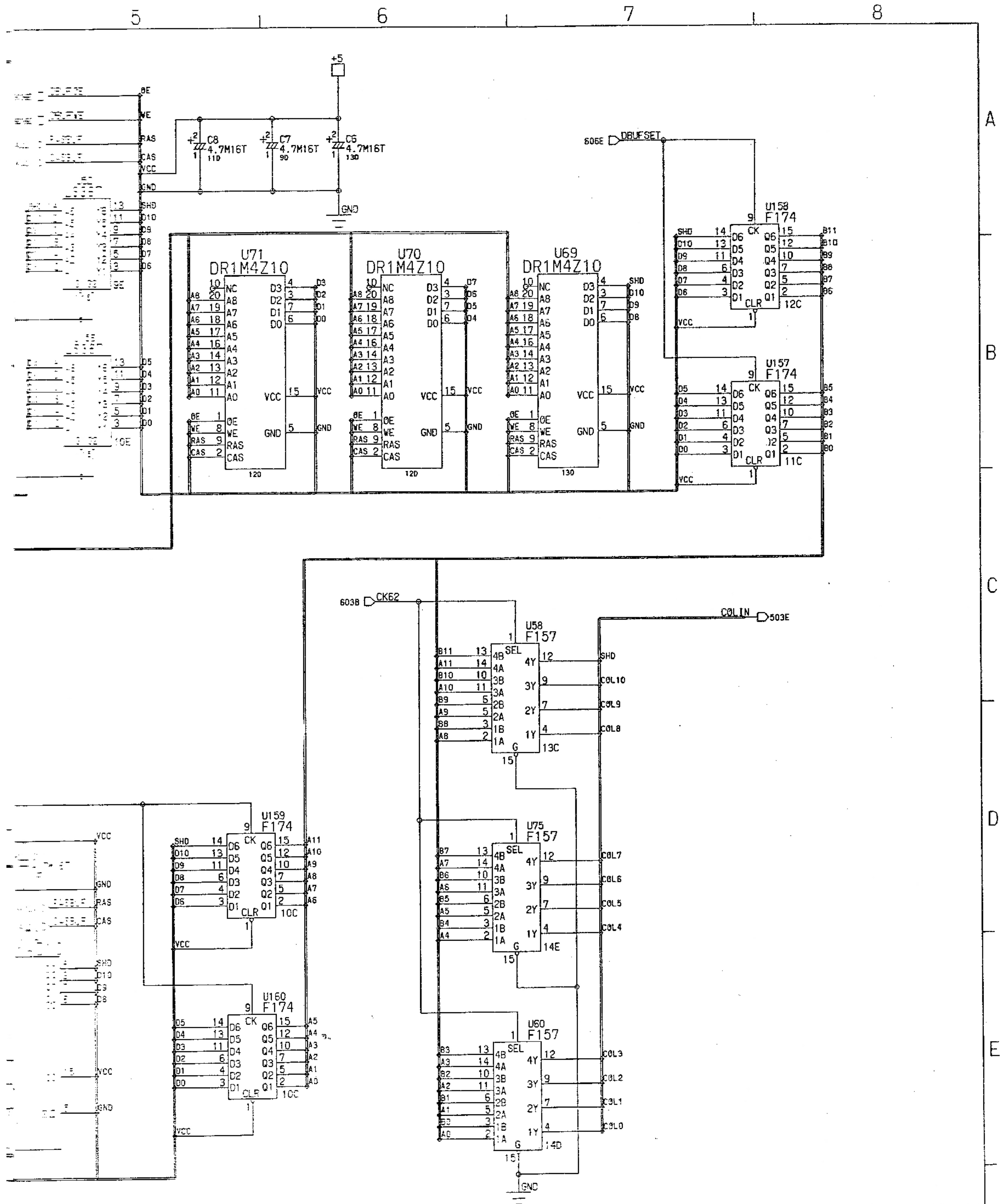
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5 6 7 8

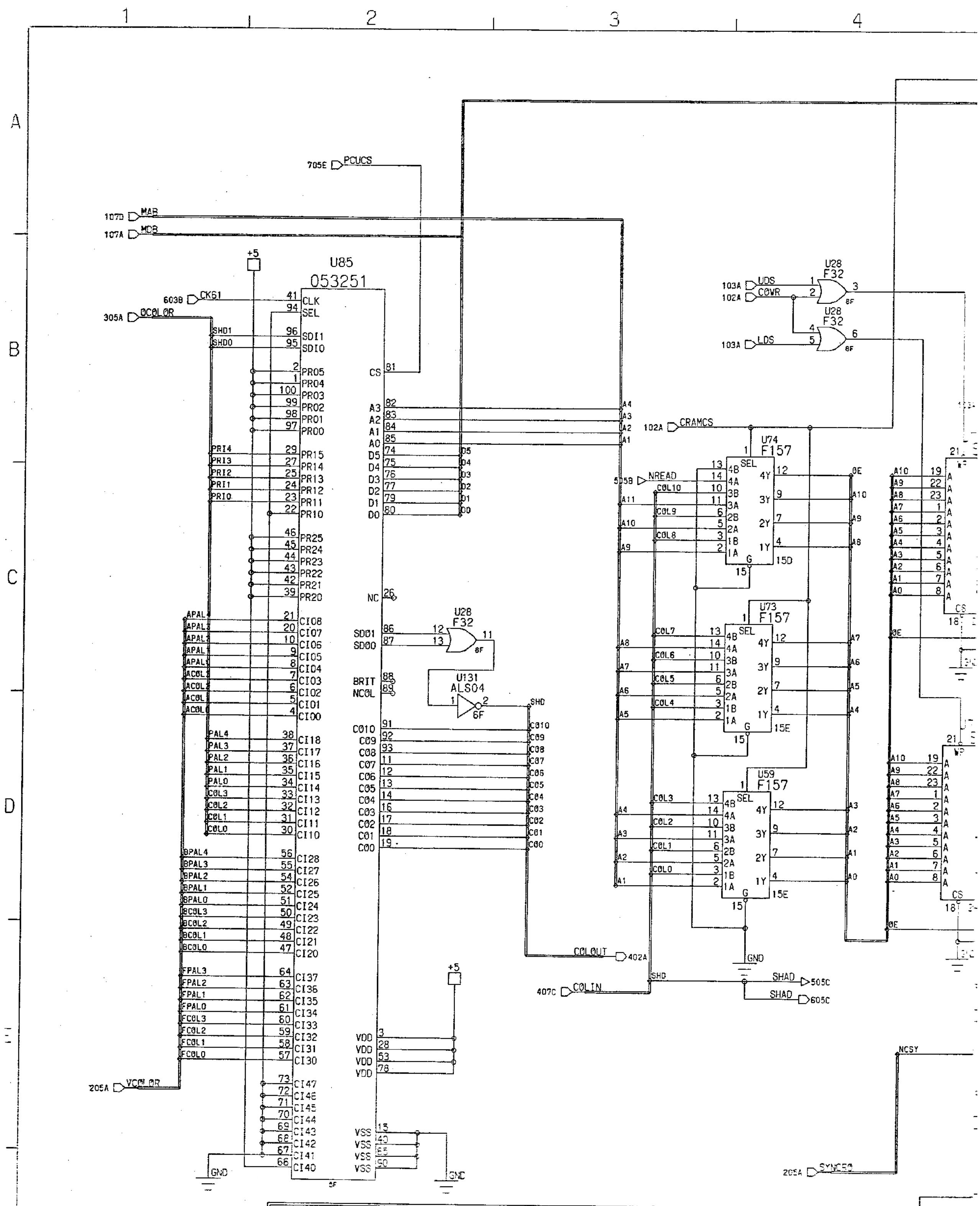


1
2
3
4
A
B
C
D
E
U6
PAL24P
U134
ALS04
RA1
RA4.7KX6
U4
EP1M
U3
68000
U7
LS148
U135
LS07
U5
EP1M
U129
LS00
C75
EMI222M
U8
051550
U10
JP
C76
0.1M25CA
U56
ALS32
U128
ALS74
U131
ALS04
U9
24MHZ-0
U11
32MHZ-0
U25
GND

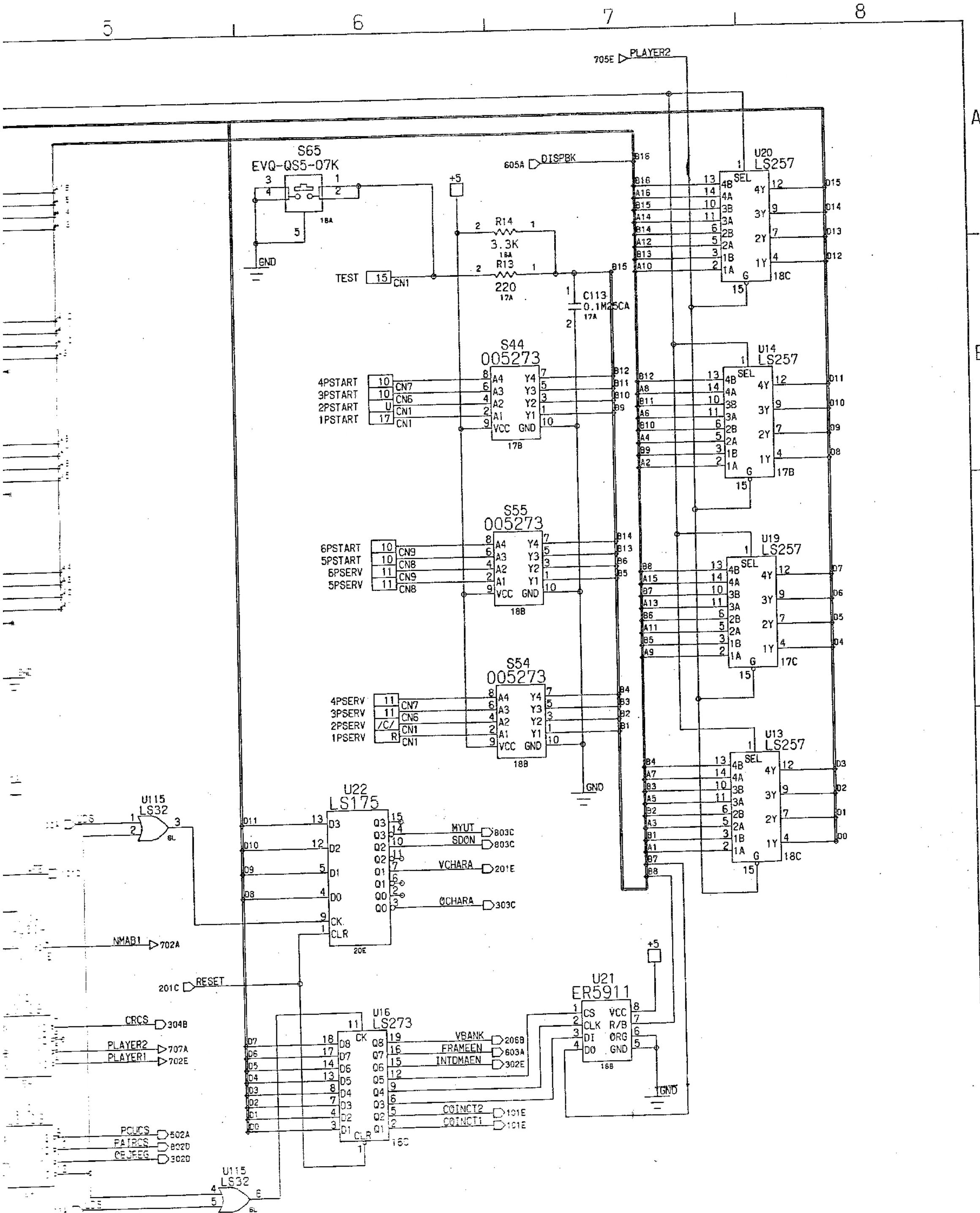


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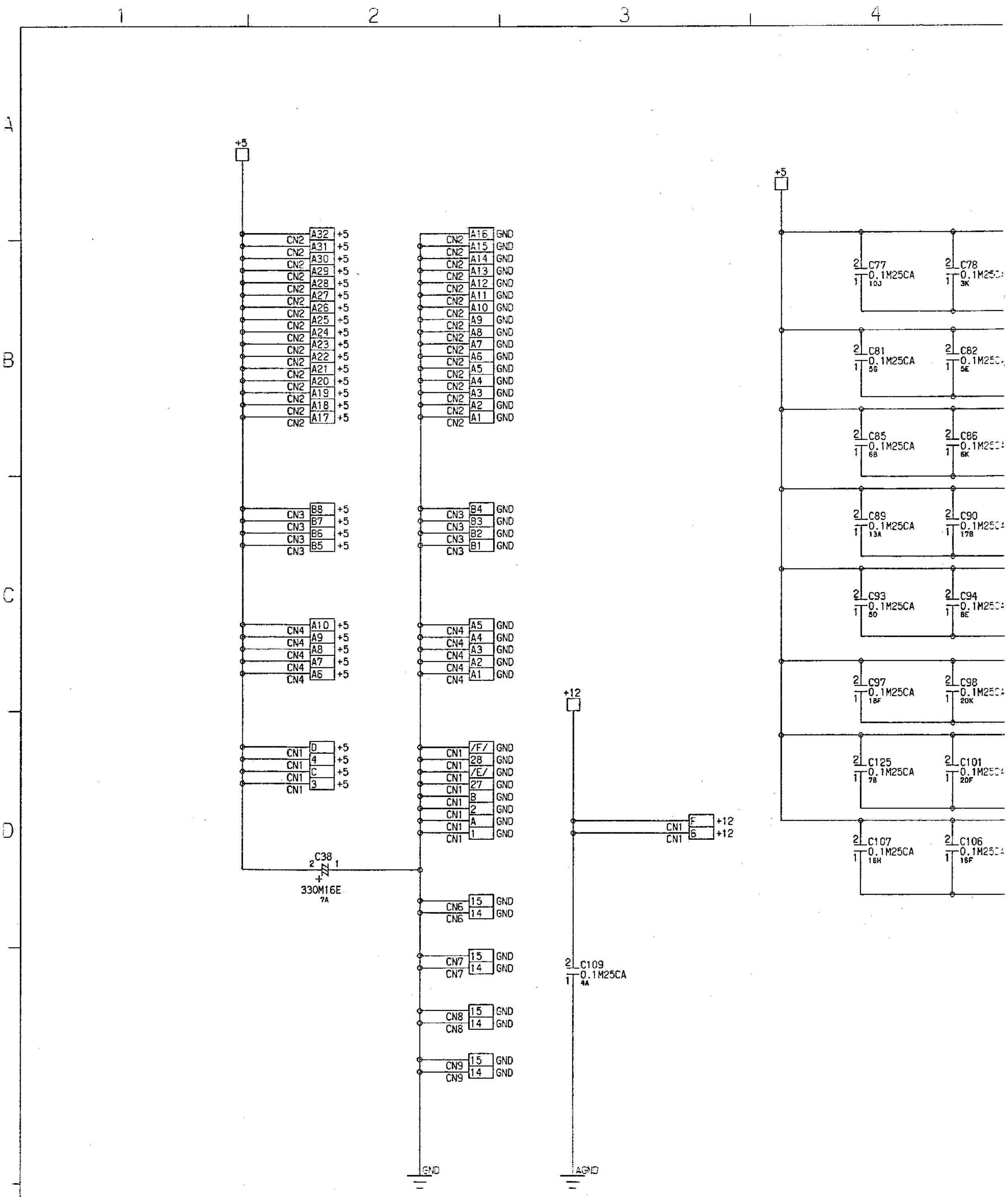
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	DATE	1992. 1.14		



PROPRIETARY AND CONFIDENTIAL:



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		TOLERANCE		SECURITY LEVEL	CONFIDENTIAL
		DATE	1992. 1.14		



+5
CN2 A32 +5
CN2 A31 +5
CN2 A30 +5
CN2 A29 +5
CN2 A28 +5
CN2 A27 +5
CN2 A26 +5
CN2 A25 +5
CN2 A24 +5
CN2 A23 +5
CN2 A22 +5
CN2 A21 +5
CN2 A20 +5
CN2 A19 +5
CN2 A18 +5
CN2 A17 +5
CN2 A16 GND
CN2 A15 GND
CN2 A14 GND
CN2 A13 GND
CN2 A12 GND
CN2 A11 GND
CN2 A10 GND
CN2 A9 GND
CN2 A8 GND
CN2 A7 GND
CN2 A6 GND
CN2 A5 GND
CN2 A4 GND
CN2 A3 GND
CN2 A2 GND
CN2 A1 GND
CN3 B8 +5
CN3 B7 +5
CN3 B6 +5
CN3 B5 +5
CN3 B4 GND
CN3 B3 GND
CN3 B2 GND
CN3 B1 GND
CN4 A10 +5
CN4 A9 +5
CN4 A8 +5
CN4 A7 +5
CN4 A6 +5
CN4 A5 GND
CN4 A4 GND
CN4 A3 GND
CN4 A2 GND
CN4 A1 GND
CN1 D +5
CN1 4 +5
CN1 C +5
CN1 3 +5
CN1 /F/ GND
CN1 28 GND
CN1 /E/ GND
CN1 27 GND
CN1 B GND
CN1 2 GND
CN1 A GND
CN1 1 GND
C38 330M16E 7A
CN6 15 GND
CN6 14 GND
CN7 15 GND
CN7 14 GND
CN8 15 GND
CN8 14 GND
CN9 15 GND
CN9 14 GND
GND
+12
CN1 F +12
CN1 6 +12
C109 0.1M25CA 4A
AGND
C77 0.1M25CA 10J
C78
C81 0.1M25CA 5G
C82
C85 0.1M25CA 6B
C86
C89 0.1M25CA 13A
C90
C93 0.1M25CA
C94
C97 0.1M25CA 18F
C98
C125 0.1M25CA 7B
C101
C107 0.1M25CA 16H
C106

KC

X-MEN 6 PLAYER SUB HARNESS FOR 3, 4, 5 & 6 PLAYERS

CN3 3P CONTROLS

Pin	Function	Wire Color
1	Coin 3	Violet/White
2	Empty	
3	3P Left	White/Red
4	3P Right	White/Yellow
5	3P Up	White/Black
6	3P Down	White/Blue
7	3P Attack	White/Brown
8	3P Jump	White/Orange
9	3P Mutant Power	White
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

CN5 5P CONTROLS

Pin	Function	Wire Color
1	Coin 5	Brown
2	Empty	
3	5P Left	Brown/White
4	5P Right	Brown/Red
5	5P Up	Brown/Yellow
6	5P Down	Brown/Orange
7	5P Attack	Brown/Blue
8	5P Jump	Brown/Green
9	5P Mutant Power	Blue/Black
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

CN4 4P CONTROLS

Pin	Function	Wire Color
1	Coin 4	Blue
2	Empty	
3	4P Left	Yellow/Brown
4	4P Right	Brown/Black
5	4P Up	Yellow/Green
6	4P Down	Yellow/Red
7	4P Attack	Yellow/White
8	4P Jump	Yellow/Blue
9	4P Mutant Power	Yellow
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

CN6 6P CONTROLS

Pin	Function	Wire Color
1	Coin 6	Green
2	Empty	
3	6P Left	Green/White
4	6P Right	Green/Red
5	6P Up	Green/Black
6	6P Down	Green/Blue
7	6P Attack	Green/Orange
8	6P Jump	Blue/Red
9	6P Mutant Power	Red/Black
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

MANUAL TEST

(1) HOW TO START
After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.
NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

(2) HOW TO RETURN TO THE GAME MODE
Select "EXIT" on the MAIN MENU then press player 1 ATTACK button to return to the game mode.

(3) ITEMS AND HOW TO SELECT
Use player 1 JOYSTICK to select the desired test and press player 1 ATTACK button to initiate testing. Press player 1 ATTACK button during or at the end of each test to return to the MAIN MENU.

```
        I/O CHECK
        SCREEN CHECK
        COLOR CHECK
        SOUND CHECK
        MASK ROM CHECK
        GAME OPTIONS
        COIN OPTIONS
        EXIT
PLAYER1 JOYSTICK=SELECT ITEM
  PLAYER1 ATTACK=DO CHECK
```

(4) EXPLANATION OF THE ITEMS

1. I/O CHECK
Check all the joysticks and buttons to see "1" when switched on. Press player 1 and 2 ATTACK buttons at the same time to return to MAIN MENU.
2. SCREEN CHECK
Adjust focus, alignment, size, etc. using the cross-hatch screen.
3. COLOR CHECK
Adjust color brightness so that the specified area will be colorless.
4. SOUND CHECK
When "SOUND SCALE CHECK" is selected, a music scale sounds. At "SOUND CODE," push player 1 JOYSTICK right/left to change sound code.
5. MASK ROM CHECK
Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.
6. GAME OPTIONS
Following screen will appear. Use player 1 JOYSTICK up/down to select the item and push JOYSTICK right/left to modify setting. Factory settings are shown in green, and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select "SAVE AND EXIT" and press player 1 ATTACK button to save and return to MAIN MENU.

GAME OPTIONS		
PLAYER'S LIFE	1 CREDIT 2 LIVES	...Select from 1 to 9 lives.
DIFFICULTY LEVEL	4/MEDIUM	...Select out of 8 levels.
MAXIMUM MUTANT POWER	9	...Maximum 9 or 3
SOUND VOLUME		...Adjust volume level between 0 and 30.
SOUND IN ATTRACT MODE	ALL THE TIME	...Select out of 4 types: "ALL THE TIME," "COMPLETELY OFF." "ONCE EVERY 3 CYCLES" or "ONCE EVERY 5 CYCLES"
FACTORY SETTINGS		...All the settings return to default.
SAVE AND EXIT		...Save the modified settings.
EXIT		
PLYR1 JOYSTICK UP/DOWN=SELECT OPTION		
PLYR2 JOYSTICK RIGHT/LEFT=MODIFY SETTING		

If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears: "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

- COIN OPTIONS

Selecting this item, the screen shows following options.

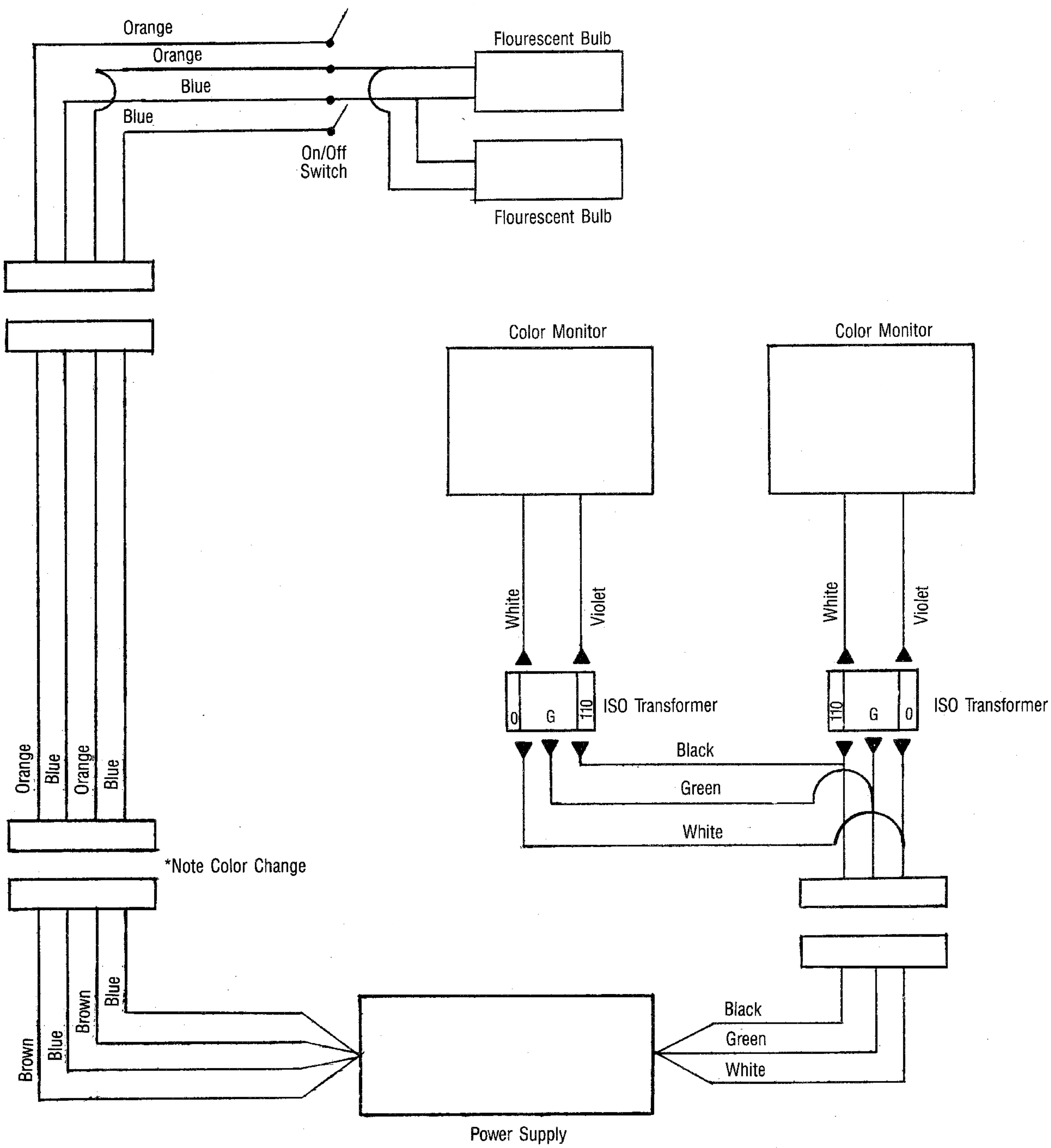
COIN OPTIONS		
PREMIUM START	YES 1	..."NO" or "YES 1" to "YES 4" (The number means the EXTRA coins necessary)
STARTING	2 COINS 1 CREDIT	
CONTINUATION	1 COIN 1 CREDIT	
FACTORY SETTINGS		Same as above "GAME OPTIONS"
SAVE AND EXIT		Same as above "GAME OPTIONS"
EXIT		Same as above "GAME OPTIONS"
PLYR1 JOYSTICK UP/DOWN=SELECT OPTION		
PLYR2 JOYSTICK RIGHT/LEFT=MODIFY SETTING		

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

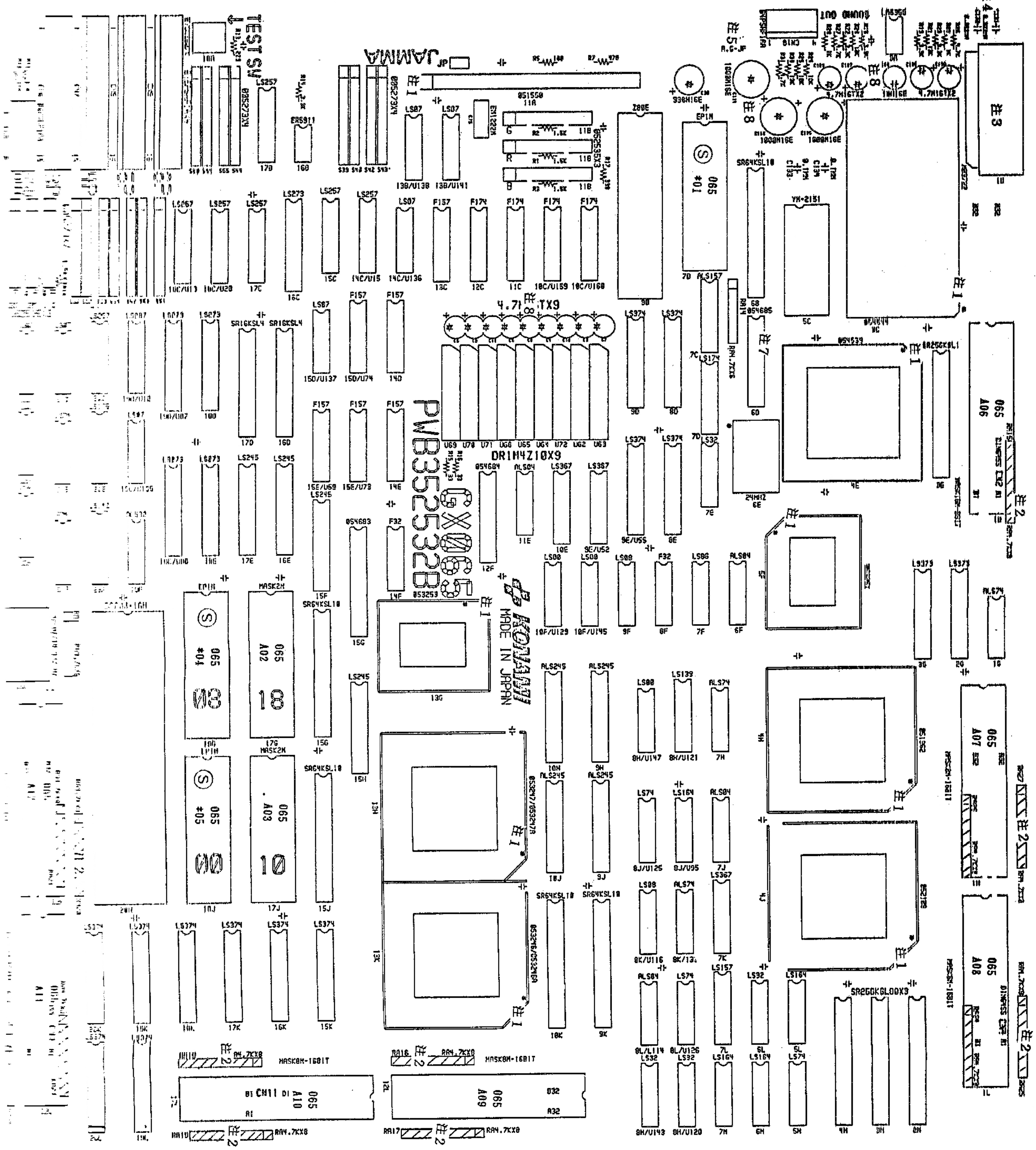
- COIN SETTING OPTIONS

Coin(s)	1	1	1	1	1	1	1	2	2	2	3	3	3	4	4	4
Credit(s)	1	2	3	4	5	6	7	1	3	5	1	2	4	1	3	5

X-MEN 6 PLAYER A.C. WIRING HARNESS



X-MEN 6 PLAYER PCB LAYOUT



THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE. THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

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